

Sangral City: The Lost Hecatomb Expansion!

Greetings Endbringers! As you may or may not remember, I was the R+D lead for a crazy, clear-plastic card game of apocalyptic horror known as Hecatomb. When that game was cancelled, I had just finished playtesting and writing the flavor text for the next expansion.

Back then, I wasn't allowed to release the cards, but a few weeks ago I was contacted by one of our players (thanks, CharonFerryMan!) about Hecatomb, and it got me to thinking about it again. So, after a few trips around the office (Greg up in brand and Kate in legal) I was given the green light to release the lost expansion: Sangral City!

Just to be clear, this doesn't mean we are bringing the game back, it's just a way to say thanks and that I haven't forgotten about you. Enjoy!

Ryan

Background

The story of Sangral City begins over two thousand years ago on the Isle of Rhodes. Antigonus the One Eyed coveted the rich harbor and full coffers of this ancient city, so he sent his son to lead an army to conquer it. Word of this impending attack reached Chares of Lindos, a powerful sorcerer and animator.

Realizing that he had little time, Chares made a pact with the dark god Helios. In the middle of his quarry-altar, he pledged his immortal soul to the god, in exchange for an animate of unmatched power. Thus the Colossus of Rhodes was born.

Standing astride the mouth of Port Rhodes, the Colossus easily sank every ship that the One Eye could send. Such a fearsome sight had never been beheld by those unfortunate sailors, and many thought that Helios himself had come down to defend Rhodes. Needless to say, the survivors turned their rudders and fled home.

The Colossus stood watch over its beloved city for 54 years. The Rhodians showered affection and worship on the statue, often adorning its base with the lavender flowers that flourished on the island. This angered Helios, so he lured the statue to a mainland valley and defeated it in single combat, littering the land with huge blocks of stone and bronze.

This haunted quarry remained untouched by human hands for one thousand years. Slavic settlers found the valley and used the stone and bronze to build a city. They named it Sangral, a word that meant both "living" and "blood" in their primitive language.

This meaning would be doubly prophetic. The gargoyles, carved from the flesh of the Colossus himself, would become sentient. Imbued with the magical will of their ancestor, they would become fiercely protective of their city, and especially towards the buildings and structures within.

The vampire plague of the 18th century swept through eastern Europe, and soon Sangral became a haven for the walking dead. The influential Karpov family made it their world headquarters, ensuring that the trains would bring a steady stream of bloodsuckers into the city for centuries to come.

The Gargoyles saw this influx as nothing less than an invasion of their perfect city – an invasion that must be repelled at all costs. Their war has raged for three hundred years, and now this battered city has captured the attention of another set of invaders: the Endbringers.

The New Abilities

There were two new abilities slated for Sangral City: Immortal and Soul Eater.

Immortal: When an enemy destroys a minion in an immortal abomination, that abomination's controller may sacrifice a mana card instead.

Soul Eater: While attacking, you gain 1 soul for each minion this abomination destroys with its combat damage.

The Cards

The cards are presented in a spoiler format:

Name

Art (if available)

Subtype

Cost (color then mana cost)

Strength

Card Type

Main Ability

Flavor text

Trigger Color

Conditional Ability

Rarity

Artist

The colors are R for red, G for green, B for black and U for blue.

This set was mostly complete, but final polishing hadn't been done yet, so if you see spelling errors or other problems, just remember, it's not the end of the world!

Darkling



Undead Vampire

Cost: B2

Strength: 2

Minion

Immortal.

Her husband lay bloody at her feet. Hadn't Alexandral promised to change him too?

Rarity: C

Artist: Ian Edward Ameling

Gunmetal Gary



Cultist

Cost: B2

Strength: 3

Minion

This blocks if able.

"Guns don't kill people. I do."

Trigger Color: U

«Exile target greed or destruction minion.»

Rarity: C

Artist: Ash Wood

Hyperphage



Undead

Cost: B3

Strength: 2

Minion

o1: Stitch this minion onto one of your abominations.

Worst. Hangover. Ever.

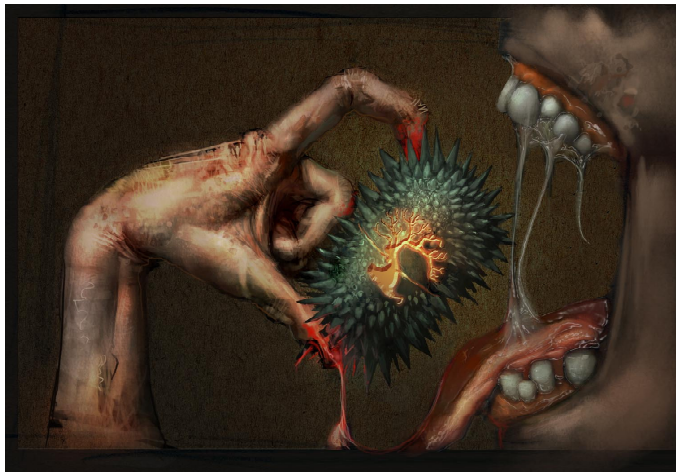
Trigger Color: U

«Draw 2. Discard 2.»

Rarity: C

Artist: Ian Edward Ameling

The Black Pill



Cost: B0

Combat Fate

It still hurts less than dying.

«Target corruption minion gets Immortal.»

Rarity: C

Artist: Ian Edward Ameling

The Congregation



Undead

Cost: B4

Strength: 3

Minion

T1: Stitch any number of your minions onto this.

Followers in life, the body now their temple.

Rarity: C

Artist: Dave Allsop

Tlilpotonqui



Aztec

Cost: B3

Strength: 1

Minion

While this minion is in an Immortal abomination, it gets Reaper +2.

"As long as he is blinded by the past, Tlaloc will never find me."

Rarity: C

Artist: Isaac Davis

Gregore



Undead Vampire

Cost: B5

Strength: 3

Minion

Immortal. When this reaps, you may discard any number of minion cards. Reap that number of additional souls.

"Rocks turn to dust. Only unliving flesh is everlasting."

Trigger Color: G

«Exhume a greed or corruption minion card.»

Rarity: U

Artist: Joshua Hagler

Max Miller



Mutant

Cost: B3

Strength: 3

Minion

Immortal. Guardian.

T3: Target minion gets Immortal until end of turn.

Trigger Color: G

«Pay 1 less to play greed minions onto this, to a minimum of 1.»

Rarity: U

Artist: E. M. Gist

Mordecai the Collector

Demon

Cost: B6

Strength: 3

Minion

When this reaps, each enemy sacrifices a top minion.

"Come with me, my child."

Trigger Color: U

«Play the conditional ability of target top minion.»

Rarity: U

Artist: E. M. Gist

Pax Nocturna

Cost: B3

Combat Fate

«Soul Eater and Immortal abominations can't attack or block until end of next turn.»

Rarity: U

Artist: Dan Seagrave

Spectral Giant



Giant

Cost: B4

Strength: 2

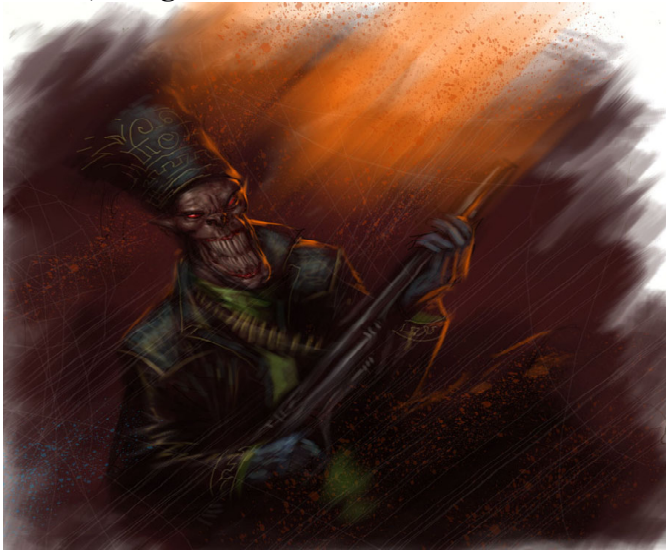
Minion

Whenever you play a minion onto this, look at an enemy's hand and choose a card. If the card has the same doom as the top minion of this abomination, discard the card.

Rarity: U

Artist: Kari Christensen

Tlaloc, Vengeance Seeker



Aztec

Cost: B2

Strength: 1

Combat Minion

When blocked, this doesn't deal or receive combat damage.

"I hunt he who has forsaken us."

Rarity: U

Artist: Lucio Parrillo

Cranial Collective

Outsider

Cost: B4

Strength: 1

Minion

This gets +2 strength for each abomination you control.

"We live in harmony so that others may suffer."

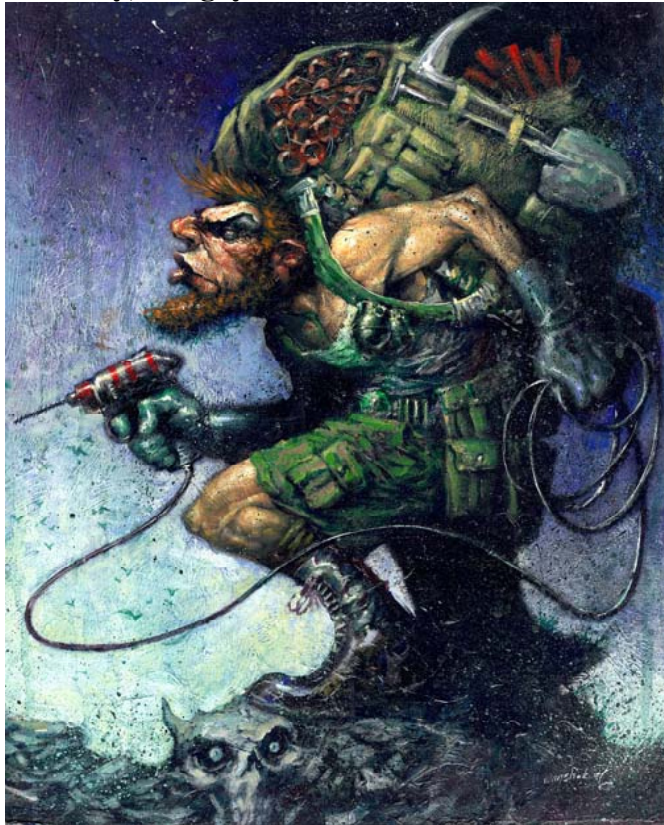
Trigger Color: R

«Draw 1 for each abomination you control.»

Rarity: R

Artist: Anthony S. Waters

Ike Gray, Gargoyle Hunter



Agent

Cost: B3

Strength: 3

Minion

Soul Eater abominations block this if able. When blocking or blocked by a Soul Eater abomination, this gets +2 strength.

"WAKE UP PEOPLE! We have to take the city back from itself!"

Trigger Color: R

«Fanatic.»

Rarity: R

Artist: Jonathan Wayshak

Implode



Cost: B7

Combat Fate

«You may discard a corruption card to play this for no cost. Stitch target minion onto an abomination controlled by the same player.»

Rarity: R

Artist: Rick O'Brien

Lucian Karpov



Undead Vampire

Cost: B7

Strength: 5

Minion

Immortal. Vampire abominations get Reaper +1.

Trigger Color: B

«Sacrifice a minion to destroy target strength 4– minion.»

Rarity: R

Artist: Mitch Cotie

The Great Fang



Cost: B4

Relic

«Your minions in Corruption abominations get Regenerator.»

Rarity: R

Artist: Rick O'Brien

VLAD DRACUL

The Impaler

Cost: B5

God

«Lose 2 souls. Draw 2.» Whenever a card you sacrificed is put into your graveyard, exhume it.

Rarity: R

Artist: E. M. Gist

Stitched Stan



Undead

Cost: B4

Strength: 3

Minion

While this is in a Deciet abomination, it gets Fanatic.

"Ever met a real Hell's Angel before?"

Rarity: P

Artist: Jonathan Wayshak

Caassimiolar



Demon

Cost: G3

Strength: 1

Minion

Whenever you play a fate, this gets +1 strength for each abomination in play.

Trigger Color: U

«Sever target top minion.»

Rarity: C

Artist: Mark Brill

Dead Skin Layer

Cost: G0

Combat Fate

«Target blocking greed abomination gets Survivor +4.»

Rarity: C

Artist: E. M. Gist

Dermigon



Fleshling

Cost: G7

Strength: 6

Minion

Formed of discarded flesh, they are often found near Sangral City's hospitals.

Trigger Color: U

«Untap target abomination.»

Rarity: C

Artist: David Hudnut

Hack & Cutter



Animate

Cost: G2

Strength: 3

Minion

Guardian.

T1: Put target abomination you control into your mana zone.

Rarity: C

Artist: Ian Edward Ameling

Marcus Karpov



Undead Vampire

Cost: G4

Strength: 2

Minion

Immortal. Minions in your Undead abominations get Martyr.

Rarity: C

Artist: David Hudnut

Outcast Mihail



Undead Vampire

Cost: G5

Strength: 2

Minion

Immortal.

T2: Exhume a minion card.

Trigger Color: B

«Each enemy discards 1. Put the top card of your deck into your mana zone.»

Rarity: C

Artist: Mitch Cotie

Archprism Epoch

Animate

Cost: G4

Strength: 2

Minion

Whenever you play a minion onto this, exhume a minion card of the same doom as the top minion of this abomination.

"I hear the prayers of Sangral's mortals. Death would be a gift to them."

Rarity: U

Artist: Joshua Hagler

Brainstein



Cultist

Cost: G5

Strength: 3

Minion

T2: Put the top card of your deck into your mana zone.

Trigger Color: R

«Deal 1 damage to target abomination.»

Rarity: U

Artist: Jonathan Wayshak

Buried Alive



Cost: G5

Combat Fate

«Put target non-greed minion into its owner's mana zone.»

Rarity: U

Artist: Kari Christensen

Den Mother



Undead

Cost: G3

Strength: 1

Minion

T5: Put a cost 5– minion card in your mana zone into play.

Rarity: U

Artist: Joshua Hagler

Mistress Sasha

Undead Vampire

Cost: G6

Strength: 4

Minion

Immortal. As a fate, you may discard a minion card to give this +X strength this turn. X = the discarded card's strength.

Some women hate men. Sasha ate men.

Trigger Color: G

«Exhume a card and put it into your mana zone.»

Rarity: U

Artist: Ash Wood

Sindi



Agent

Cost: G4

Strength: 4

Minion

Vampire abominations block this if able. Abominations blocking this lose Immortal until end of turn.

Trigger Color: R

«Fanatic.»

Rarity: U

Artist: David Hudnut

Alexandral, Regent of Sangral City



Undead Vampire

Cost: G11

Strength: 10

Minion

Immortal. Whenever an enemy would gain souls at start of thier turn, you gain those souls instead.

"In all of my 1000 years, I have never met defeat."

Trigger Color: B

«Destroy target Soul Eater minion.»

Rarity: R

Artist: Nils Hamm

Chromus, the Watcher



Dragon

Cost: G6

Strength: 4

Minion

When this reaps, put target top minion into its owner's mana zone.

The first inhabitant of Sangral City, Chromus tries to keep the peace with brute force.

Rarity: R

Artist: Dan Seagrave

Father Primoord



Reaper

Cost: G4

Strength: 3

Minion

Host. Reaper +1. Survivor +3.

Rarity: R

Artist: Dave Allsop

Horseman of Death



Horseman

Cost: G10

Strength: 6

Minion

Whenever this attacks, each enemy loses 1 soul.

Each one of you I must embrace.

Trigger Color: B

«Destroy target abomination.»

Rarity: R

Artist: Franz Vohwinkel

VX Gas



Cost: G7

Combat Fate

«You may discard a greed card to play this for no cost. Put target attacking and target blocking minion into thier owners' mana zones.»

Rarity: R

Artist: David Hudnut

XILONEN

Harvester of Flesh

Cost: G4

God

«Add X greed mana to your pool. X = the number of cards in your mana zone.» You may put one more card into your mana zone each turn.

Rarity: R

Artist: Nils Hamm

Pitre Karpov



Undead Vampire

Cost: G5

Strength: 2

Minion

Immortal.

T5: Put target minion into its owner's mana zone.

Rarity: P

Artist: Franz Vohwinkel

Atlahua

Aztec

Cost: R8

Strength: 7

Minion

Her half-form has become more of a weapon than a curse.

Trigger Color: B

«Each opponent discards 2.»

Rarity: C

Artist: Mitch Cotie

Aura of Blades



Cost: R0

Combat Fate

«3 damage to target abomination blocked by a destruction abomination.»

Rarity: C

Artist: Isaac Davis

Libredor



Animate Gargoyle

Cost: R3

Strength: 2

Minion

Soul Eater.

Trigger Color: R

«Draw 1.»

Rarity: C

Artist: Ash Wood

Miortic Worm

Beast

Cost: R9

Strength: 9

Minion

Trigger Color: U

«Discard any number of cards from your hand. Draw that many cards.»

Rarity: C

Artist: Dan Seagrave

Taunting Demon



Demon

Cost: R5

Strength: 3

Minion

Abominations block this if able.

"It is no suprise Sangral City is a haven for such creatures, being so filled with anger and hatred."

- Ike Gray

Rarity: C

Artist: Jonathan Wayshak

Tzitzimime

Aztec

Cost: R6

Strength: 5

Minion

Trigger Color: G

«Exhume a minion card with the highest strength among cards in your graveyard.»

Rarity: C

Artist: Joshua Hagler

Ancestral Nemesis

Spirit

Cost: R4

Strength: 2

Minion

Whenever you play a minion onto this, retrieve a fate card of the same doom as the top minion of this abomination.

Rarity: U

Artist: Lucio Parrillo

Aura of Hate

Cost: R1

Fate

«Target abomination gets Soul Eater.»

Rarity: U

Artist: E. M. Gist

Barbikon



Animate Gargoyle

Cost: R4

Strength: 2

Minion

Soul Eater. Ripper. When this attacks, each other Animate abomination you control gets +2 strength until end of turn.

Every inch a bouquet of razors.

Rarity: U

Artist: Lucio Parrillo

The Master



Ancient

Cost: R2

Strength: 1

Minion

When you play this, destroy target relic.

Rarity: U

Artist: Joshua Hagler

Twisted Werewolf



Shapeshifter

Cost: R5

Strength: 3

Minion

Trigger Color: B

«Gain 1 soul.»

Rarity: U

Artist: Mark Brill

Vermych



Vermin

Cost: R6

Strength: 3

Minion

Rager +4. This blocks if able.

Trigger Color: G

«Sacrifice any number of minions in an abomination you control. Each enemy loses that number of souls.»

Rarity: U

Artist: Lucio Parrillo

Decimation



Cost: R7

Strength:

Fate

«You may discard a destruction card to play this for no cost. Deal X damage to target abomination. X = the size of an abomination you control.»

Rarity: R

Artist: Joshua Hagler

Dracotitan

Dragon

Cost: R8

Strength: 11

Minion

Reaper +1. This can't block.

Trigger Color: B

«Each of your abominations gets Reaper +1.»

Rarity: R

Artist: Anthony S. Waters

Lichtegon



Animate Gargoyle

Cost: R8

Strength: 7

Minion

Soul Eater. Whenever an enemy mana card is put into a graveyard, draw 1.

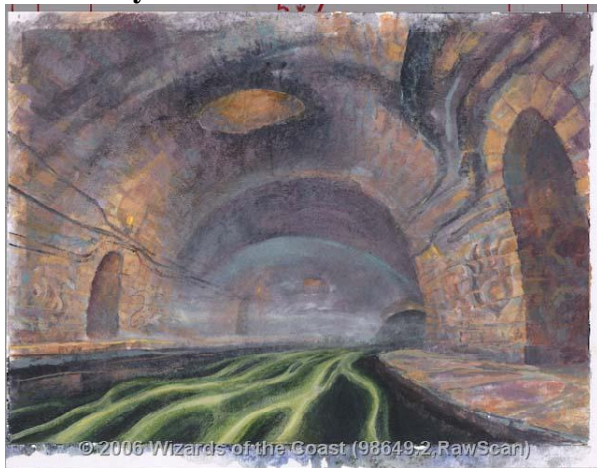
Trigger Color: U

«Exile target Immortal minion.»

Rarity: R

Artist: Kari Christensen

Sewer Ley Line



Cost: R4

Relic

Whenever one of your Animate abominations attacks, you may retrieve a minion card.

Rarity: R

Artist: Rick O'Brien

Sin, Eater of Moons



Cost: R6

God

«Each player sacrifices all but one of their abominations.» At end of your turn, look at your top card. You may discard it.

Rarity: R

Artist: Joshua Hagler

The Howling Moon



Cost: R3

Relic

"I've been there before." - Max Miller

At start of each player's turn, that player draws 1 more.

Rarity: R

Artist: Rick O'Brien

Big Talker



Cultist

Cost: U6

Strength: 6

Minion

When this is blocked, exile this minion.

Trigger Color: B

«Destroy target strength 2– minion.»

Rarity: C

Artist: Isaac Davis

Grigoron



Animate Gargoyle

Cost: U2

Strength: 2

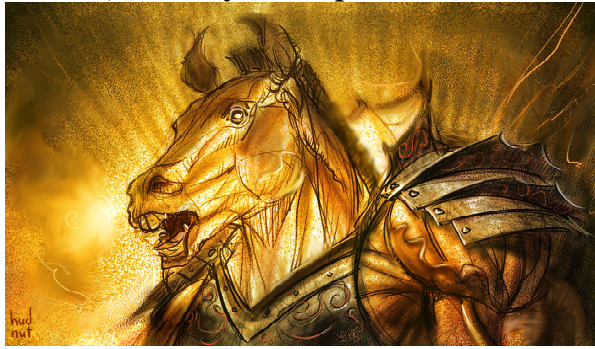
Minion

Soul Eater.

Rarity: C

Artist: Lucio Parrillo

Orobas, the Fifty-fifth Spirit



Demon

Cost: U5

Strength: 4

Minion

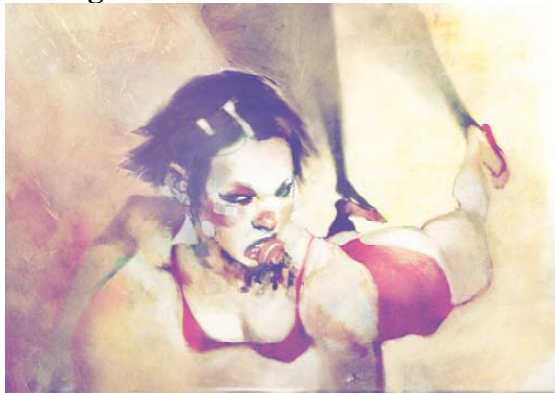
This gets +1 strength for each opponent with more souls than you.

"He commeth foorth like a horsse, but when he putteth on him a mans idol, he talketh of divine vertue." - Johann Wier, 1583

Rarity: C

Artist: David Hudnut

Raving Lunatic



Cultist

Cost: U5

Strength: 5

Minion

Trigger Color: R

«Fanatic.»

Rarity: C

Artist: Ash Wood

Smolderon

Animate Gargoyle

Cost: U4

Strength: 3

Minion

Soul Eater. Survivor +2.

Trigger Color: U

«Untap target size 5 abomination.»

Rarity: C

Artist: Mitch Cotie

Unexpected Company



Cost: U0

Combat Fate

«Untap target deceit abomination. Play only while defending.»

Rarity: C

Artist: Jonathan Wayshak

Hans



Shapeshifter

Cost: U2

Strength: 2

Minion

Guardian. When this blocks, until end of turn the blocked attacker loses Soul Eater, Rager, and Survivor.

"He must be carefully manipulated, but never questioned." - Lucian Karpov

Rarity: U

Artist: Franz Vohwinkel

Invoke the Colossus



Cost: U4

Combat Fate

"Father, we call on you!" - Barbikon

«Target abomination gets +7 strength.»

Rarity: U

Artist: Dan Seagrave

Razorphage



Animate

Cost: U6

Strength: 8

Minion

Parasite. This blocks if able.

Trigger Color: G

«Exhume each minion card with the same name as a card in your mana zone.»

Rarity: U

Artist: Mark Brill

Rustigaunt

Animate Gargoyle

Cost: U6

Strength: 4

Combat Minion

Soul Eater. Each abomination gets "This blocks a same-size Animate abomination if able."

"We must cleanse the city of its rotting flesh so that only pure stone and steel remain."

Rarity: U

Artist: Mitch Cotie

The Twins



Undead

Cost: U4

Strength: 3

Minion

If this attacked this turn, you may pay 1 less to play fates.

Sometimes it's hard to say who is right.

Trigger Color: R

«Fanatic.»

Rarity: U

Artist: Ash Wood

Vagrant Wizard

Mutant

Cost: U4

Strength: 2

Minion

Whenever you play a minion onto this, sever target enemy minion of the same doom as the top minion of this abomination.

Sasha had hired him, yet even she was unnerved by his singular, unwavering gaze.

Rarity: U

Artist: Nils Hamm

Club Covenant



Cost: U5

Relic

At end of each player's turn, that player simultaneously taps their untapped abominations and untaps their tapped abominations.

Rarity: R

Artist: Mark Brill

False Dawn

Cost: U7

Fate

«You may discard a deict card to play this for no cost. Your abominations get +3 strength.»

Rarity: R

Artist: Rick O'Brien

Forgotten Bride

Undead

Cost: U3

Strength: 1

Minion

T2: Target top minion gets the main abilities of another minion in this abomination until end of turn.

Denial is a strength and a prison.

Trigger Color: G

«Untap 2 of your mana cards.»

Rarity: R

Artist: Ash Wood

Garguilla

Animate Gargoyle

Cost: U9

Strength: 9

Minion

Reaper +1. Soul Eater. Hunter.

"Only I have seen the top of the fang, and only I know what secrets it holds."

Trigger Color: R

«Draw 2.»

Rarity: R

Artist: Dan Seagrave

Willing Martyr



Cultist

Cost: U4

Strength: 2

Minion

This blocks if able. Untap this at end of each of your turns.

T3: Until end of turn, target abomination blocks if able. Play this ability only on your turn.

Trigger Color: G

«Each enemy loses 1 soul. Add 1 greed mana to your pool for each soul lost this way.»

Rarity: R

Artist: Kari Christensen

YAWGMOTH

Fleshless Father

Cost: U6

God

«Discard the top 3 cards of each deck.» You may play cards from your graveyard. When a card is discarded from hand or play, remove it from the game.

Rarity: R

Artist: Dave Allsop